

TERRAIN EFFECTS CHART

<i>Terrain</i>	<i>Movement cost</i>	<i>Combat effects</i>
Clear hex	1 MP	No effect
Town hex	As other terrain in hex	Reduce attack one odds column
City hex	As other terrain in hex	Defender doubled
Rough hex	2 MP	Reduce attack one odds column; Defender may ignore any retreat called for by reducing one unit one strength level (in addition to normal losses)
Mountain hex	3 MP – Armor* may not enter	Effects as in rough terrain; additionally all, units attacking into halved except mountain troops. Armor* may not attack into
Fortification hex	1 MP	German defenders doubled; Germans ignore any retreat results called for by all combat results. Allied defend as if in rough terrain.
Road hex	1/2 MP	No effect
Full Sea hex	Prohibited	Prohibited
Partial Sea hex	As other terrain in hex	As other terrain in hex
Canal hexside	+1 MP	Reduce attack two odds columns
Minor river hexside	+1 MP	Attacker halved
Unbridged major river hexside	+1/2 Movement Allowance Unless amphibious, must begin adjacent to cross	Attacker halved; armor* quartered. Unless amphibious, must begin adjacent to attack across
Bridged major river hexside	No effect	Attacker halved; unless amphibious, must begin adjacent or be in town or city to attack across
Dam hexside	As minor river	Attacks prohibited until blown
Causeway hexside	No effect	Attacker halved; armor* may not attack across. Amphibious may attack as if full sea hexside.
Full Sea hexside	+1/2 Movement Allowance Allied only if adjacent or amphibious. Germans only cross using German Naval Movement	Allied amphibious only

General Note: All terrain effects on combat and movement are cumulative. For example, a German unit defending in a fortified city is quadrupled.

*For the purposes of this chart *armor* includes: armor, armored cavalry, specialized armor, and assault guns.